

Dark Light IRP presents

DARK TIMES



Dark Light LRP presents

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What is LRP.

Live-Roleplay is a form of improvised acting in which you not only assume the role of your character, but act out the role too. Within the game there are other players acting out their characters, and actors working for the Referees (the people who organise the game) who are called non-player characters (NPC's). Unlike any play, LRP has no audience, nor any script or predetermined plot, these are all created by the characters, their actions and interaction with others and the audience is simply the other players. The Referees will have written a basic outline for the evenings events, but otherwise you are free to act out your character role as you wish.

These rules are necessary to give you an idea of what your character can and cannot do, their abilities, their powers and so on. They give the game more structure, so that actions that cannot be feasibly be carried out in real life may be acted out for the purpose of the game. The focus is still firmly set on the roleplay aspect, these rules simply give you an idea on what you may do within the game itself, and indeed assists in an accurate depiction of your character.

These rules are not set in stone. The Referees may decide to alter them during a game if they deem that the circumstances are appropriate. The rules always take second place over the story. A Referee's decision is final on any adjudication of rules decision

SAFETY

- This system uses a real time combat system, which means that all combat is acted out using latex weapons, which are safe if used properly. If you have never used an LRP weapon before please let a Referee know.
- Hand to hand combat requires you to actually hit the target, but all blows must be gentle, open-handed hits, to well-fleshed areas. It's also not necessary to use physical force, if you wish to grapple someone, or pin them up against a wall, then use roleplay, not force.
- All blows must be 'pulled' and head hits are not permitted. If you wish to use your own weapons, they must be checked by the Referees prior to being used.
- Any real weapons are not permitted, even if they are for decorative purposes only.
- Take care at all times, especially if fighting, running etc.
- Whilst drinking is permitted, **please** be sensible. Accidents happen all too easily when people have been drinking, and anyone deemed too inebriated to be safe will be asked to sit out for the remainder of the evening.
- Illegal substances are **not** permitted under any circumstances; anyone caught in possession or using illegal drugs will be immediately dismissed from the group, and the authorities may be contacted
- Finally, be careful when acting around members of the public. Remember that many members of the public may not understand or be comfortable with the concept of LRP, therefore please be respectful

CHARACTER CREATION

The process of character creation is very simple

1) Design the character concept.

Who is the character? What do they do for a living? Where are they from originally? Why have they agreed to join the militia? Do they have any dark secrets? What are their principle goals, motivations and perspectives on life?

Not only will creating a well-rounded character assist you in roleplaying well, all character backgrounds are considered by the plotwriters, who may incorporate elements of the character into the game (i.e. if you state that the character is wanted by the law, then don't be surprised if men turn up looking to collect the bounty)

Remember, **all** player characters within Dark Times are from the lower classes of society. There are no player characters from the ranks of knights, nobles etc nor can players be "retired" knights etc. Most players are simple farmers, tradesman, craftsmen or servants. Whilst players can come from any walk of life, they have no particular social status.

Remember also that Dark Times is a "historically based" system, as such players would not claim to be a necromancer / pirate / ninja

2) Pick your Skills

All characters can select 12 Points worth of Skills. Remember that each additional levels above Novice costs extra points, and that Faith, Maleficia and Cunning cost 5 points to purchase the Novice Level and 2 points for each further level

3) Pick your Advantages and Flaws

Advantages and Flaws are parts of a characters personality that make them a little different from the others. Each point of Flaw taken will provide you with a point to spend on an Advantage. Points from Flaws can be spent to purchase Skills at a cost of 2 Flaw points per "Skill Point". A character can have a maximum of 5 points worth of Flaws

4) Miracles, Curses and Cunning

Whilst the character selects the level at which they have the Skill, the actual Miracles and Curses, or contents of the Recipe book are determined at the start of the event. A referee will provide you with all the cards and information necessary before the event begins. As Curses and Miracles are expended over the course of the game, the character will be given replacements from the referee

5) Purchasing starting Equipment

All characters (unless they have purchased the Thrifty Advantage) will start with 15 shillings to purchase their starting equipment. The costs for these are detailed at the end of this rulebook

THE SYSTEM

Dark Times is intended to be a rules light / roleplay heavy game. The basic capabilities of the character are those that you naturally have. However in order to address the balance between you and your character, each character is given skills.

SKILLS

Skills are the abilities your character possesses, which can be used within the game to perform certain actions. Some Skills require the purchase of certain items i.e. Lockpicking needs Lockpicks, Chirurgery requires Bandages, Medicine requires a Medical Kit, Herbalism requires a Herbalist's Kit etc. When using a Skill, roleplay the action so that others can see what is happening.

Skill levels

All skills are classed into Untrained, Novice, Journeyman and Expert. All skills can be purchased a number of times to represent a greater degree of Skill, and each purchase increases the characters Skill level. All characters are Untrained in a Skill until they purchase it.

Where the character has no Skill in a particular area, they cannot use any special abilities.

All characters can use any weapon to cause damage, however they do gain any Shrugs or other bonuses from using that weapon.

Selecting Skills

All players have 12 Skill points to spend on the skills they want their character to be proficient in. To purchase the first level of a Skill (Novice) costs 1 Skill point. To purchase the next level of the Skill (Journeyman) costs a further 2 Skill Points, Expert level costs another 3 Skill Points.

You must purchase the Skill Levels in order, so to get Melee at Expert Level, the character must spend 6 of their Skill Points. Note that Cunning, Faith and Maleficia use different rules.

Faith, Cunning and Maleficia

Faith, Cunning and Maleficia are different from other Skills. When creating the character, the player must allocate 5 of their Skill Points to which ever of Faith, Cunning and Maleficia they are selecting. From then on for each additional 2 Skill Points which is allocated to the Skill, the character increases a level to improve the amount of Miracles, Recipes or Curses they can use per game. i.e To get Expert Faith would cost 9 Skill Points

A character can only have **one** of the Faith, Cunning or Maleficia Skills

Resisting Skills

Some Skills can be resisted or countered. These are noted below, along with the requirements to resist them, however common sense should take precedence.

Skill List

The following list contains all the Skills currently in use in the game. With each Skill listed there is the number of Skill slots it uses and a short description of its use.

Art

The character is skilled in a specified art form i.e. sketching, painting, wood sculpture, woodcarving, stone sculpture etc. Pieces created are judged on their artistic quality, and hence their value, based on the Skill level of the character. The character must have purchased Artists Material's to produce a piece of work. Artists Materials are sufficient to produce enough pieces of art for the entire event.

Novice – Any art produced is valued at 1 Penny per hour of work

Journeyman – Any art produced is worth 1 Groat per hour of work

Expert – Any art produced is worth 1 Shilling per hour of work

Armourer

The character can make repairs to armour and weapons as and when they become necessary

Novice – The character can restore each item to working condition once per event

Journeyman – The character can restore each item to working condition twice per event

Expert – The character can restore each item to working condition three times per event

Brawl

The character is an experienced fighter, and knows a few tricks. The character can use fists, feet, head etc to inflict damage on others. See the Combat section for more details.

Novice – The character has one additional Shrug per combat when fighting bare-handed

Journeyman – The character has two additional Shrugs per combat when fighting bare-handed

Expert – The character has three additional Shrugs per combat when fighting bare-handed

Chirurgery

This Skill is really used for getting someone back on his or her feet, and requires the use of Bandages.

(We've used the terms bandages but this could relate to slings, splints etc.)

The Chirurgeon can halt a dying countdown by applying a bandage to an injured location to restore it to use. The character can attend to a Critical character to stop their dying countdown and have them

"brought round", or bandage a limbs so they can use their arm or leg again

It takes 1 minute to attend **each** injured location, so injured body and head locations should be attended to first. The number of times **each** location can be restored using Chirurgery depends upon the level of skill of the character. If a character is wounded more times than anyone is able to restore, the character cannot use that limb, or will remain Critical and will eventually die.

Novice – The character can apply a maximum of one bandage to each location

Journeyman – The character can apply a maximum of two bandages to each location

Expert - The character can apply a maximum of three bandages to each location

Cunning

The character is wisewoman / man and can use their intuitive powers to create "recipes" for good or evil purposes. The character will start with a recipe book provided by the referee, which can be expanded by allocating additional Skill Points to Cunning. See the section on Cunning for more information

Novice – The character has 3 recipes in their initial recipe book, and 5 Intuition Points per event

Journeyman – The character has 4 recipes in their initial recipe book, and 6 Intuition Points per event

Expert - The character has 6 recipes in their initial recipe book, and 8 Intuition Points per event

Faith

The character has such favour with God that he or she can call upon the power of the divine in order to perform miracles. The miracles available to a character with Skill can be expanded by allocating additional Skill slots to Faith. See the section on Faith for more details

Novice – The character has 5 Basic Miracles

Journeyman – The character has 6 Basic Miracles and 1 Intermediate Miracle

Expert – The character has 8 Basic Miracles, 2 Intermediate Miracles and 1 Extraordinary Miracle

Forgery

The character can create accurate forgeries. The player must decide what items they can create i.e. paintings, documents, money etc. The forgery created has a level equal to the Skill level of the character, which determines how accurate it is and how many difficult it is to uncover as a forgery. To detect an item as a forgery, the character must state that they are trying to detect whether the item is a forgery and spend an appropriate amount of time examining the item. A referee (or another character) will let that player know whether the item is genuine at the end of that period

Novice – The character can create forgeries which require 1 minute of inspection to identify as a forgery

Journeyman – The character can create forgeries which require 2 minutes of inspection to identify as a forgery

Expert - The character can create forgeries which require 5 minutes of inspection to identify as a forgery

Gambling

The character is a skilled card sharp, and gambler and may fix the a game by re-rolling the dice, drawing a new hand etc. It represents the character's knowledge of the odds, and hence the character cannot be caught cheating. In order for it to be considered a new game, **all** participants must stop playing (i.e. the character cannot sit out a hand and then re-join to be able to use the skill again)

Novice – The character may re-roll / re-draw once per “game”

Journeyman – The character may re-roll / re-draw twice per “game”

Expert - The character may re-roll / re-draw three times per “game”

Hafted Weapons

The character is skilled at fighting with polearms such as staves, bills and poleaxes. See the section on Combat for more details

Novice – The character has one additional Shrug per combat

Journeyman – The character has two additional Shrugs per combat

Expert – The character has three additional Shrugs per combat

Herbalism

The character understands that some herbs have medicinal properties. This is considered to be a science rather than magic, although many witches use the power of plants in their rituals. Characters will be provided with a list of herbs which they can identify and know how to prepare into herbal remedies when they acquire this Skill. Players using Herbalism must have a Herbalism Kit in order to prepare any remedies

Novice – The character has knowledge of 5 herbs, and how to prepare them

Journeyman – The character has knowledge of 8 herbs, and how to prepare them

Expert - The character has knowledge of 12 herbs, and how to prepare them

Lockpicking

The character can pick locks on door and chests, and padlocks etc. This requires the correct equipment, and takes 30 seconds per level of the lock. All locks have a difficulty, the Skill level must be equal to or greater than the level of the lock to be opened.

Novice – The character can pick Level 1 locks

Journeyman – The character can pick Level 2 locks

Expert – The character can pick Level 3 locks

Lore

This skill basically covers knowledge of a specific subject, and is usually set against a difficulty set by a referee. Under certain circumstances it may add a bonus to another skill. It can cover any subject, which can be studied, but common topics are:- Area Knowledge, Architecture, Art, Astronomy, Biology, Bureaucracy, Cryptography, Chemistry, Cooking, Economics, Engineering, Finance, Geography, Geology, Heraldry, History, Literacy, Languages (pick one), Law, Lip-reading, Maths, Masonry, Meteorology, Mining, Numeracy, Occult, Politics, Psychology, Pharmacy, Physics, Tailoring, Tanning, Theology, Trade, Weaving, Woodworking, Zoology.

Novice – The character has basic knowledge of the subject. They could charge up to a Penny a day for their services

Journeyman – The character is considered to be well versed in the subject and known locally as being a specialist. They could charge up to a Groat a day for their services

Expert – The character is considered to be an expert in the subject and is known nationally as being one of the foremost specialists in the subject. They could charge up to a Shilling a day for their services

Maleficia

The character has made an unholy pact with the devil and offered their immortal soul in exchange for supernatural power. See the section on Maleficia for more details

Novice – The character has 5 Basic Curses

Journeyman – The character has 6 Basic Curses and 1 Intermediate Curse

Expert – The character has 8 Basic Curses, 2 Intermediate Curses and 1 Extraordinary Curse

Medicine

The practitioner of medicine aims to restore someone to health as soon as possible. They are commonly trained in surgical techniques, cures, salves and so on. The use of medicine allows the character to restore an increased number of Life remove more bandages from their patient. This can only occur overnight as the patient is resting and the physician must give their patient attention (ie.. change their bandages, apply more salve etc). Life Points and locations cannot be restored "in the field" with Medicine. A character with Medicine will also know how to apply slaves, leeches and the like and can recognise diseases and poisons with a thorough examination of the patient. More complex poisons and illnesses can only be detected by characters with a higher level of Medicine. The Skill can also be used to treat a patient with diseases or poison in their systems.

To apply "general" medicine, the player must purchase 1 Medical kit per person treated per day

Novice – The character can treat an injured characters who will recover 2 Life Points and may remove 2 bandages overnight. They can identify level 1 Poison and administer an antidote if they have the correct ingredients. They can identify two disease, and administer an antidote if they have the correct ingredients. Some diseases are not curable

Journeyman – The character can treat an injured characters who will recover 2 Life Points and may remove 3 bandages overnight. They can identify 2 Poisons and administer an antidote if they have the correct ingredients. They can identify 3 diseases, and administer an antidote if they have the correct ingredients. Some diseases are not curable

Expert - The character can treat an injured characters who will recover 3 Life Points and may remove 4 bandages overnight. They can identify 3 Poisons and administer an antidote if they have the correct ingredients. They can identify 4 diseases, and administer an antidote if they have the correct ingredients. Some diseases are not curable

Melee

The character can use single handed melee weapons such as daggers, clubs, swords, axes, hammers and maces. This Skill also covers the use of thrown weapons such as throwing knives and axes. See the section on Combat for more details

Novice – The character has one additional Shrug per combat

Journeyman – The character has two additional Shrugs per combat

Expert – The character has three additional Shrugs per combat

Missile

The character can use bows and crossbows. See the section on Combat for more details.

Novice – The character can use a missile weapon and has 1 Through call per event

Journeyman – The character can use a missile weapon and has 2 Through calls per event

Expert - The character can use a missile weapon and has 4 Through calls per event

Pickpocket

The character is a skilled thief and pickpocket, and may steal any one item from the target, provided it is not concealed using the Stash Skill. The character must inform a referee that they are picking a pocket or item and must roleplay the action. The success of the skill requires the character to be physical contact **with the target area** (i.e. giving them a hug to steal from their back pocket, shaking hands to take a bracelet) in order to pick their pockets.

Novice – The character must spend at least 5 seconds in contact with their target to steal from the target area.

Journeyman – The character must spend at least 3 seconds in contact with their target to steal from the target area

Expert - The character must spend at least 1 second in contact with their target to steal from the target area. A brief "nudge" is sufficient

Security

The character is trained in security procedures, such as searching people for weapons, or checking rooms for concealed traps or hidden assassins. A referee's assistance is often required for this Skill. The skill often takes time, a character can quickly scan a room to see if there is anything unusual, but small discrepancies will take a thorough search of the room.

If a character comes across an item which has been hidden with the Stash Skill it will have a number of small blue stickers on it. These represent the level of Stash Skill used to hide the item (1 sticker = Novice, 2 stickers = Journeyman, 3 stickers = Expert)

Novice – The character can search a person or room to find any hidden items, apart from those hidden using the Stash Skill. Searching a person takes 30 seconds. Searching a room takes 10 minutes

Journeyman – The character can search a person or room to find any hidden items, apart from those hidden using the Stash Skill at Journeyman or Expert Level. Searching a person takes 30 seconds. Searching a room takes 5 minutes

Expert - The character can search a person or room to find any hidden items, apart from those hidden using the Stash Skill at Expert Level. Searching a person takes 30 seconds. Searching a room takes 2 minutes

Shield Use

The use of a shield can protect the user and give them a strong advantage in combat. However they limit movement and weapon control for all but skilled users. Untrained characters CANNOT use a shield but will lose all shrugs they have from any weapon skills. This does not affect the Shrugs gained from Armour

Novice – The character can use a shield but only has a maximum of 1 Shrug from their weapon skills.

Journeyman – The character can use a shield but only has a maximum of 2 Shrugs from their weapon skills

Expert – The character can use a shield and gains all the applicable Shrugs from their weapon skills

Sift

The character knows how to find information quickly, when it is hidden amongst trivial data. They can sift through papers, scrolls, books etc

Novice – The character will uncover 1 detail for every 5 minutes of sifting through information

Journeyman – The character will uncover 2 details for every 5 minutes of sifting through information

Expert - The character will uncover 3 details for every 5 minutes of sifting through information

Stash

The character is adept at hiding items either on their person or in a room. If hidden in a room or on your person will remain hidden, unless the person searching uses the Security Skill. Items hidden using Stash cannot be taken with the Pickpocket skill. Items to be stashed must be no more than 6 inches in any dimension i.e. you cannot hide a pike on your person, and it takes 5 seconds to stash an item.

When Stashing an item on your person or in a room, please place a number of blue Stash stickers on it to indicate that it is Stashed and at what level, should anyone come across it

Novice – The character can hide 1 item on their person, or 1 item in any room

Journeyman – The character can hide 2 items on their person, or 2 items in any room

Expert - The character can hide 3 items on their person, or 3 items in any room

Tracking

The character is skilled in following the tracks of other. This is a skill common amongst poachers, woodsmen and thieves. The character can ascertain details about the tracks that are present; i.e. numbers, recency, burdens, speed, health, direction. A referee's assistance is almost always required for this Skill

Novice – The character can gain 2 details from the tracks

Journeyman – The character can gain 4 details from the tracks

Expert - The character can gain and many details as they would like from the tracks

Two Handed Melee

The character is trained in the use of the large two handed melee weapons such as greatswords or greatmaces. NB Staves and polearms come under the Hafted Weapons skill

Novice – The character has one additional Shrug per combat

Journeyman – The character has two additional Shrugs per combat

Expert – The character has three additional Shrugs per combat

ADVANTAGES AND FLAWS

Physical Advantages

Battle Hardened 1 point Advantage – You've taken so many knocks in your time you don't tend to notice them too much any more. You have **one** additional free "Shrug" which acts the same as normal, but cannot be restored during a game. It will be present at the start of the game, and will be the first Shrug lost

Endurance 2 point Advantage– You are physically very tough and have an additional Life Point. This Life Point can be healed as per normal

Strong constitution 2 Point Advantage – You are of a strong constitution and are not easily affected by poisons or disease. Select one Poisons or Disease from which you are immune

Quick healer 2 Point Advantage – You regain one additional Life point overnight with rest

Staying power 4 Point Advantage - If reduced to Critical you have 30 seconds before you collapse. You have taken the damage and are severely wounded, but have some extra time. This can be used to continue fight on to get to safety, or to move to safety. Though you are still mobile you are in a great deal of pain. Roleplay this. Your Critical countdown begins when you collapse

Physical Flaws

Allergy 1 point Flaw -You are allergic to a specified substance which causes you significant discomfort. If you come into contact with it then all skills

Warped appearance 1 Point Flaw – There is something about your physical body, such as a club foot or hunchback that causes others to regard you as a social outcast.

Weak constitution 2 Point Flaw – You're vulnerable to disease and poisons. They will cause double the amount of Life Point damage, or if time-based will last twice as long. Alcohol will affect you more too

Slow healer 2 point Flaw – Medical Treatment does not seem to work quite so well for you. The use of Medicine will allow you to restore a maximum of 1 Life Point, and you may only remove 1 bandage with overnight rest, no matter what Level of Medicine is being used

Fragile – 2 point Flaw – You're of frail constitution, and as such only have 3 Life Points instead of 4

Haemophiliac 3 Point Flaw - You're a bleeder. Staunching a wound will have no effect

Missing limb 5 Point Flaw – You've lost a limb either an arm from the elbow, or a leg from the knee. Roleplay this by strapping up the missing part

Untreatable disease Various costs – You have an untreatable, but non-contagious disease. Discuss options with the organisers

Sensory Advantages

Excellent Smell 2 Point Advantage– Your sense of smell is excellent and by smelling food or drink can detect the presence of foreign substances such as poisons that would normally not be detected.

Sensory Flaws

Speech impediment 1 Point Flaw – You have a speech impediment such as a pronounced stammer or slurring. Roleplay this

Deaf 4 Point Flaw – You are completely deaf and can receive no auditory input

One eye 2 Point Flaw– You've lost an eye. You can never have more than Journeyman Skill Level for any sight related Skill. This includes *all* combat skills.

Mute 4 Point Flaw – Your vocal chords are unformed or damaged and you are unable to speak.

Blind 5 Point Flaw– You are completely blind and cannot see. From a safety perspective, we suggest a muslin "blindfold", whilst pretending to be blind. You cannot buy skills that rely on sight

Mental Advantages

Code of Chivalry 1 Point Advantage – You have a specific code of honour, such as chivalrous or religious. Once per event you may increase ANY Skill you possess by one level to prevent anything which would cause you to break your code. Your code must be discussed in advance with a referee

Concentration 3 Point Advantage – You may add 1 Level to any Skill which you already possess, provided there are no distractions around you and you are not pressurised, i.e. noises, combat, immediate deadlines. You need time to focus your attention

Mental Flaws

Phobia Mild 1 Point Flaw – You suffer a mild phobia to something and will avoid it if at all possible. If forced to be near it all Skills have a penalty of 1 Level

Compulsion 1 Point Flaw – There is something that you have to do often without cause or reason. If not allowed or unable to do it you suffer a 1 Level penalty to all of your Skills until you are once more allowed to do it. You're simply too distracted to concentrate properly

Delusional 1 Point Flaw – You wholeheartedly believe in something that isn't true. If people start to argue with you, you will argue back regardless of who they are

Obsession 2 Point Flaw – You are obsessed with a particular item or person. An item requires that you have the object on your person at all times or be with that person. If you become separated from it, you suffer a 1 Level penalty to all of your Skills until you are once more re-united.

Cowardly 3 Point Flaw – You're a coward. You can never initiate a combat, though if attacked you may defend yourself in order to escape. You can attack someone who is not in a position to defend themselves though (i.e. they're asleep or unconscious)

Phobia Severe 3 Point Flaw – You have an irrational terror of something. You will avoid it at all costs, and if forced to be near it are incapable of any rational action or thought.

Paranormal Advantages

Pious 2 Point Advantage – Although you are not a member of the Clergy you are pious in your ways, and your influence extends to those around you. You start the game with a Level 1 Miracle to donate to anyone with Faith. You cannot use this card yourself, and once given is cannot be regained that event

Prophetic visions 3 Point Advantage – You sometimes have visions of the future that can predict useful events. This power is something best kept secret as the Church "frowns" on those who claim to profess the future.

Protected by God 5 Point Advantage – The devil has no power over you, and Maleficia will have no effect.

Paranormal Flaws

Cursed Various – A long-standing curse has been placed upon you or your blood-line. Discuss options with the referee

Abandoned 3 Point Flaw - You have been abandoned by God. The use of Miracles will have no effect on you

Background Advantages

Reknown 1 Point Advantage– You're known in the local area for excelling in your chosen profession. Your enhanced reputation will do you favours with others, especially those who are also in your profession, though some individuals may harbour feelings of envy

Thrifty 2 Point Advantage – You've been saving up and can start with 25 shillings rather than 15.

Special item Various Point Advantage – This might be a piece of well crafted armour, or a master-crafted sword. Discuss with the organisers

Favour Various Point Advantage – You are owed a favour from a person of standing, although they are not obliged to return the favour they will. Discuss with the organisers

Family Connection Various Point Advantage – A member of your immediate family has achieved greatness, and their skill or fortune reflects on you. Discuss with the referee

Background Flaws

Illegitimate 1 Point Flaw – You are an illegitimate child. You will be constantly reminded of this

Infamy 1 Point Flaw – You have a reputation as being of poor moral character. It may be that you have been accused of a crime, witchcraft or lascivious fornication. Nothing has ever been proved, but people regard you with suspicion, and there may be accusations made against you

Disowned 1 Point Flaw – Your family have disowned you for some actual or perceived ill. They will never defend you

Former serf 1 Point Flaw – You were once a serf in the service of a lord. After escaping you spent a year and a day in hiding, hence earning your freedom. Your former status is gone but not forgotten

Foreigner 1 Point Flaw – You're not from around these parts. Whether you are Scots, Welsh, a Frenchman or Spaniard you are distrusted for being an outlander

Branded 2 Point Flaw – You were once convicted of a minor crime and were branded by the justices. Although this act was considered to be somewhat barbaric, it happened none the less and you must wear the mark for all to see. The brand will have been put in a fairly obvious place You must phys rep the brand which were commonly the first letter of the crime (i.e T = Thief, M = Murderer, R = Rapist)

Enemy Various Point Flaw – You've made an enemy of someone with power. They will seek to do you harm if they feel they can get away with it. If this is the "law", then there may be a reward for your arrest

FAITH

Though belief in God is all pervading in society, people accept the possibility of co-incidence and luck as readily as we do today. A priest may pray for a wound to be healed, whilst the OOC rules state that the wound is healed and the location restored, in IC terms it is merely noticed that the wound is not as severe as first thought. Wounds do not magically close up and heal themselves instantly before the eyes of stunned onlookers, locks do not miraculously open on their own and angels never come down to assist. There is also no way to "Detect Evil" on someone or something

All those with a strong belief in God have Faith. They are commonly members of the clergy, though there are those who have not been ordained who have the ability to channel the will of God to perform miracles. This is represented through their Faith Skill.

The more Faith a character has, the more favour they hold with God, the angels and the saints, and hence the more likely they are to intercede on their behalf.

Miracles

A character with Faith Skill will be randomly dealt 5 or more Miracles Cards that are appropriate to their level at the start of the event. These are the Miracles that are available to them over the course of the event. With higher levels of the Skill the player is given additional Miracles, and has access to higher levels of miracles. There are no specific "spell verbals" for Miracles, the player should simply roleplay praying for divine intervention

Restoring spent Miracle Cards

A character with the Faith Skill can regain Miracles by leading others in acts of worship, or by personal acts of devotion to God, such as acts of penance, confessions, bible study, preaching to others, quiet contemplation, fasting and so on. A referee will adjudicate such acts dependant upon the act and the degree of "devotion". Note that Miracles regained may not necessarily be the ones already used, but where it is clear that the player is expending miracles and praying for new ones merely to get ones they feel are more useful new Miracle cards will not be provided

There are a number of common Rituals that have been used by priests over the years.

Sermon – Needs to be somewhere in the region of 10 minutes long. This will restore to the person leading the ceremony one additional Miracle for every 5 people or fraction thereof who are joining in / listening the ceremony (including the priest themselves). Where more than one priest is conducting the sermon, they will both acquire a new Miracle each

Mass – The common Mass, preferably with some Latin, incense, holy water etc and lasting about 15 minutes. This restores an additional two Miracles for every 5 people or fraction thereof who are joining in the ceremony (including the priest themselves). Where more than one priest is conducting the Mass, they will both acquire two new Miracles each

Confession – The confessing character is forgiven their sins and regains one Miracle. This can only be done once per day. The confessing character must be confessing to another priest (i.e. another character with Faith)

Meditation, prayer, fasting, self flagellation etc – These acts may restore Miracle Cards depending upon the roleplaying of the character. i.e. Going for a lie down and saying that this is "an hour in meditation and contemplation on the mysteries of the divine" will not regain you a Miracle card

Relics

Holy relics can also be used for miracles. They hold Miracle Card, the same was as a character with Faith, but the request comes from those praying for assistance. i.e. a character with the plague is praying for relief and touches the femur of St Augustine. The prayer is answered and the disease removed, and the leg bone loses one of its "Cure Disease" Miracles

Other uses

Those with faith can also attempt to use their faith to perform other simple actions like blessing food, driving out demons or evil spirits, or creating holy water.

MALEFICIA

A Maleficarist is the term given to those members of society who have sold their soul to the Devil in return for extraordinary or supernatural power. These individuals live a tightrope existence, hiding their unholy allegiance from the rest of society. Whilst there is no Holy Inquisition in England, those suspected of truck with the Devil are often subjected to the most rudimentary of justice.

Not only that, but they also live in the knowledge that one day the Devil will come to collect that which has been promised to him. They never know when that will be, and in order to stave off their fate, they must continue to appease their satanic benefactor.

Curses

Curses are similar to Miracles, they are the “currency” that Maleficarist use to channel their power. They are used by calling upon Satanic power to alter Gods creation and assist the character in committing acts of evil. Whether this is causing crops to fail, seducing and “corrupting” a local nun or the killing of innocent children, every curse furthers the cause of the Dark One

Curse Cards

The character receives Curse Cards in exactly the same way as for Miracles. Curse Cards have **two** listed effects. The first effect is that when the Curse is issued directly to the target of the curse. The second effect is where the Curse is issued in ‘private’. ‘Private’ means where the Maleficarist is alone (or only with other Maleficarists) and their target is not aware that the Curse has been made on them. This makes using Maleficia difficult as publicly cursing another person often attracts unwanted attention, whilst cursing in private only brings a reduced effect

Cursing

A Maleficarist would state a curse directed at a target, or group or item. The target must hear the Curse and understand the relevance of it in order to react to it. i.e A Blind Curse Card could be activated by saying “May your eyes wither in their sockets” at the target. Curses do not have any specified “spell verbals” but whatever is spoken should be relevant to the curse uttered. The target would immediately be struck Blind (as per the first effect on the card).

Alternative the Maleficarist could wait for a quiet moment and (after informing the referee) would utter the curse. Their target would slowly start to suffer problems with their vision over the course of the day

A “Mass Writhe” Curse might be activated by the Maleficarist by calling “May you all taste in pain of a thousand hot coals in your bellies”, or a “Jinx Item” might be “May your sword shatter like glass” (though remember that swords don’t magically shatter for no reason but rather would break on the next strike, causing no damage and being unusable). Common sense should prevail

A referee or NPC will assist is possible, or if one is not available then you may announce the OOC effects of the Curse yourself

Restoring Curse Cards

Unlike Miracles, there is no need to make any effort to regain Curse Cards. Every time the character uses a Curse, they can immediately select another Curse from the available selection of cards which the referee will present to them. The player draws another card and can add this to their available Curses. Beware however as one of the cards will seal the fate of the Maleficarist.

Paying the Piper

The Devil gives to those who ask but those who abuse the power that he has given often find that the gift is rebuked. When a character comes to take another Curse Card after they have used a Curse, one of the replacement cards offered will say “Pay the Piper”. If the player selects this card then they will shortly be visited by their demonic benefactor who will collect the soul that was promised to him when their pact was initially made.

The best way to avoid taking the “Pay the Piper” card is to avoid using curses too often.

CUNNING

The role of the wise woman, or Cunning woman, was widespread in the Middle Ages. As well as acting as a local midwife, the Wise woman (or Wiseman) was the first port of call for anyone suffering from any ailment.

Doctors were rare in most towns, and normally charged rates that were well in excess of the capabilities of the masses. Superstition was still a major part of the belief system, and many thought that some had the power to cure by "traditional" methods. Wise women would provide an extensive and affordable remedy to a variety of situations

Recipes

Those who take on the skill of Cunning will be provided with a "recipe book" of the basic remedies, cures, potions and charms that they know of. This recipe book will contain a number of "recipes" which will vary in number and potency depending upon the level of the Cunning Skill. As their experience grows, they will learn more.

A typical recipe book might contain charms for protection against harm (which will give the wearer an extra Life Point), a salve to cure the Pox (a Cure Disease: Pox effect), or a recipe for a love potion (perhaps the target cannot physically attack the "caster" for the duration of the event)

Intuition

Cunning is not only the ability to use the "recipes" but also to find new recipes. Wise women's skills were not learned as such but were part of an inherent gift which they possessed. Wise women could use an intuition which would allow them to attempt to treat any problem

Wise women are given a number of "Intuition" points which represents their innate skill to determine what the cure for a particular ailment would be

Each time the Wise woman wishes to invent a new Recipe, they "bid" a number of their Intuition cards, and the referee will consult their list of recipes.

If the Skill user has offered up an equal or greater number of cards, they will learn the recipe and may add it to their "recipe book". Otherwise the Intuition cards are lost

If the effect required is not currently in the referees list of "recipes" they will adjudicate on the spot and determine the outcome of the Wise woman's attempts

As new recipes are discovered, they can be added to the Wise woman's Recipe book. Recipes are unusual in that what works for one Wise woman may not necessarily work for another, hence Wise women cannot trade recipes. Each recipe must be learned through Intuition alone

COMBAT

If you live by the sword you will die by the sword. Chances of a character walking away unscathed from a combat are very slim, unless they are very skilled or very lucky.

Combat in Dark Times should be "heroic" and theatrical. All blows need to be full swings. Paddling / Drum-rolling (i.e. hitting an opponent very rapidly without bringing the weapon back) does no damage. If your opponent does this, ignore the damage and tell them why you're ignoring the damage

Safety is always the main consideration to bear in mind when entering into a combat.

Hand to hand combat involves lightly hitting the target with open-handed slaps or gentle kicks, to well-fleshed parts of the body. Grappling and throwing are done through roleplay alone

Melee combat involves using a Live-roleplay weapon made of compressed foam. These are safe if used properly, so all blows must be pulled. Head hits are not permitted, though any landed safely or accidentally do count.

Thrown weapons are simply light (i.e. coreless LRP safe) melee weapons, which you throw at the target, if you hit, the target suffers damage

Missile weapons such as bows and crossbows should have no more than a 30 pound pull, and safe LRP arrows. All Missile weapons must be checked by the Organiser prior to use. If the arrow hits the target when fired, the target suffers damage at the location where the arrow struck.

Life Points And Life

Most characters have 4 Life Points (LP's), although some may have more or less.

Life Points give an indication as to what sort of physical condition the character is in. A character with only one LP remaining is in a very bad way. At 0 LP's the character is dead

Damage caused from attacks may remove Life Points, as could things like poison and disease will also remove Life Points. Likewise healing salves and remedies can restore LP's, although some are only temporary

If a character runs out of LP's, either from being hit down to Critical too many times, or from poisons, disease or supernatural sources, they will die.

Some supernatural creatures' attacks drain life instead of causing physical wounds. These attacks remove Life Points instead of Hit Points. Whilst this will not cause a character to become unconscious, losing Life points is obviously not a good thing. The sensation itself is not painful though the target can feel their strength being sapped

Damage

Any character can use any weapon, but only those with practice will use it effectively.

All attacks made with a weapon do a "single" point of damage, although some weapons or supernatural creatures may do special damage. In order to maintain the IC feel of the game **do not call "SINGLE!" with every strike**

Limbs which are hit and injured are rendered useless. Drop whatever is held in an injured arm, and fall over if your leg is injured. Damage to a limb does not remove any Life Points, but will eventually result in the character being unable to defend themselves, until they are hit on the body or head.

If the head or body is hit, the character becomes Critical and falls unconscious.

Critical

Whenever knocked to Critical, the character immediately loses 1 Life Point, and will fall unconscious (see below) and will begin a 5 minute countdown. The character should count quietly the amount of time that has passed since they became Critical. If their 5 minute countdown ends then the character has died from blood loss / shock.

A character who is Critical is unconscious, or is lying on the floor screaming or in shock until attended to by someone with Chirurgery. It's up to you how you want to roleplay being Critical, but whatever you choose you are incapable of any action other than dying. Any power or Skill which will **permanently** halt the dying countdown will return the character to consciousness / a calm state

Whilst Critical, a character is in a vulnerable state. Any attacker can call "Coup de Grace" (pronounced "Coo de Grass") and strike a killing blow (i.e. slitting their target's throat) and their target will die 30 seconds later, unless attended to with supernatural intervention. Note that if struck with a Coup de Grace, neither Chirurgery nor Staunching will have any effect.

Staunching wounds

Anyone can attempt to staunch the wounds of a Critical character, which will halt their countdown. However if they stop "staunching" the injured patient, the countdown continues from where it left off. No character may perform another action whilst staunching, not even to apply Chirurgery, though Chirurgery can be applied whilst **another** character staunches the wound. You cannot staunch your own wounds.

Recovery

A limb which has been disabled will not cause any loss of Life Points, but will require treatment with Chirurgery before being usable again. A location may be treated with Chirurgery a number of times up to the Skill level of the Chirurgeon. Further injury requires the use of some other form of healing to restore its use. If a character has more "bandages" on a location than the Chirurgeon can treat then that location cannot be treated and remains useless

i.e James is stabbed in the arm by a brigand. Robert comes to bandage him using his Novice Level Chirurgery. James already had one wound bandaged on that arm, so Robert cannot help. Alexander who has Journeyman Chirurgery comes along and applies another bandage

A character who has been injured on the chest or head locations is Critical and is dying, and Chirurgery is required to stop the bleeding permanently (and hence the Countdown) and reawaken / calm the character. Staunching will stop the countdown but will not prevent the character from still being Critical

Medicine

Overnight, **all** characters will naturally regain one Life Point and may remove a bandage from a limb.

Medicine will restore further lost Life Points and will remove more bandages from injured locations depending upon the Skill level of the physician. This again only occurs overnight, and with reasonably regular treatment, such as changing bandages, applying more poultice etc
Some uses of Faith, Herbalism and Cunning, can also restore lost Life Points and remove bandages though some of these may only be temporary.

Remember that if a character reaches 0 Life Points they die

Shrugs

Characters who are skilled with a weapon will receive a number of Shrugs to represent their increased Skill with that weapon. Each Shrug allows the player to ignore **one** blow they receive in each combat. Once these are expended then they will take damage as per the rules above. Armour will also provide Shrugs to characters.

If a character changes weapons whilst in the middle of a combat they will gain or lose any additional Shrugs from using a better or worse weapon skill. Any Shrugs used already are still lost.

i.e. Robert has Novice Brawl, and Expert Melee. He is attacked by a brigand. He fights with his bare hands initially as his sword is over by a table. With his Brawl Skill he would normally have 1 additional Shrug, if he manages to get hold of his sword then this will increase to 3 Shrugs. If Robert is struck before he manages to get hold of his sword, so his one Shrug is expended, and he will only have 2 additional Shrugs remaining by the time he gets his sword

Shrugs available from Armour are not affected if the player changes weapons mid-combat.

All Shrugs from return at the end of the "encounter". A referee will normally state when an encounter has ended, but it can be assumed if all combat has ceased for the last 15 minutes that the encounter is over

Armour

Armour provides protection from injury by providing the character with more Shrugs. Armour is not locational, you're wearing armour then you will gain protection even if the attack does not hit the location where the phys rep is being worn.

There are 7 locations in relation to armour: Chest, back, head, left arm, right arm, left leg and right leg. Each location must have more than 50% coverage by the phys rep for any points to count, and armour not made from its actual material (i.e "Stringmail" or carbon fibre plate) will count as 1 Armour level less

There are 3 levels of armour, each conferring points for each location where the armour is worn

Light - i.e. padded, leathers, furs – 1 Point per location

Medium – i.e. chainmail, brigandine – 2 Points per location

Heavy - Plate, etc – 3 Points per location

Characters receive 1 Shrug for every 3 full points of Armour they are wearing.

Layered armour provides no greater benefit than the highest class of armour. i.e. Chain over Leather counts as Chain.

If a location is covered by two types of armour (i.e. elbow length chainmail and leather bracers) then the lower class of armour point counts

i.e. Robert is wearing thick Leather trousers and a long sleeved Chainmail shirt. He gains 2 points from the trousers (Light Armour x 2 locations) and 8 points from the Ringmail shirt (Medium armour x 4 locations including back), so has a total of 10 Armour points. He therefore has 3 additional Shrugs from his armour

No Skill is required to wear armour, though repairs may be necessary. It is assumed that characters will perform necessary repairs to their armour as and when notified by a referee. This will require someone with the Armourer Skill and they will need to possess some Armourer's tools

Bows and Crossbows

Any character can use a bow or a crossbow. The character isn't able to accurately place the shot however, so many of the shots will just be glancing and will not penetrate armour. The Missile Skill can however be used in order to pierce the targets armour. Characters who are skilled with the use of missile weapons will have a number of "Through" damage calls per event. The shot must actually hit the target and will cause damage to the location struck.

You cannot use a Shrug against a "Through" Damage call. It will immediately injure the location where the arrow strikes.

Shields

A shield is extremely useful in combat, however they are unwieldy and restrict movement. Characters who are unskilled in the Shield Use Skill may not carry any shield other than a buckler (i.e. 12 inches diameter or less) which any character can use without penalty

Characters with the Skill at Novice Level will gain a maximum of 1 Shrug from any Weapon skill, Journeyman can have a maximum of 2 Shrugs and Experts suffer no penalties at all.

i.e. James has Expert Melee and Novice Shield use. Whilst he would normally gain 3 additional Shrugs from his weapon skill, his relative clumsiness with a Shield means that he can only have 1 of those Shrugs whilst he is carrying the shield. He can dump his shield part way through the combat to gain the additional Shrugs he hasn't used.

Blind Fighting

If a character is fighting or carrying out any visual activity when blindfolded or blinded, we recommend that the player should keep their eyes open but "act blind" in order to avoid accidents. Obviously great care should be taken if fighting in the dark.

Loss of Life

If you should lose your character, you must find a referee or the immediately, who will brief you on what to do for the rest of the game session. You will probably be given an NPC role for the remainder of the game, so that you have time to work out a new character properly.

SPECIAL DAMAGE CALLS

Dark Times does not use damage calls for the most part though there are some situations where a damage call is needed

Through – Call of “Through”

Through damage is dealt with bows and crossbows only. This represents the characters skill with a weapon to either penetrate through armour or by finding a gap in the armour. A “Through” call ignores all armour no matter what type it is, and will immediately injure the location struck. This does not affect the number of Shrugs that a character has

Poison – Call of “Poison”

The attack is made with a poisoned weapon. The attack must cause damage for the poison to affect the target. All poisons are fairly slow acting so there will be no immediate effect. Some will cause an effect immediately after the combat, so the players should notify the referee immediately after the fight if they have been poisoned or have poisoned another person. Check the section on Herbalism for the poisons.

Disease – Call of “Disease”

The attack is made with a diseased weapon or bite / claws. The attack must cause damage for the disease to affect the target. All diseases are fairly slow acting, so there will be no immediate effect Some will cause an effect immediately after the combat, so the players should notify the referee immediately after the fight if they have been diseased, who will detail the effects of the ailment

Life – Call of “Life”

The attack is being made from a supernatural source which drains lifeforce rather than causing actual damage. If struck the target immediately loses 1 Life Point irrespective of any Shrugs. The characters Shrugs are unaffected however.

OUT OF CHARACTER INFORMATION

During the course of a game you will hear a number of things said, or see certain symbols or hand gestures. This section basically covers the terminology and other details that form part of the game rules

Terminology

In Character

This means that someone is playing his or her character not themselves, i.e. Dave's character is called Tobias. When Dave is 'in character' he is Tobias, not Dave. Occasionally someone may ask you to 'Get in Character' This means they wish to talk to your character, not you.

Out of Character

The opposite of In Character. If ever you need to discuss something or do something that your character is not doing you are Out of Character. If you need to drop out of character for any length of time, you should move away from the playing area.

Dark Times is a "24 hour time in" game, though consideration is given to players who have to drive the following day. (Dark Light LRP does not be responsible for someone crashing due to tiredness) Therefore please stay in character at all times, unless there is a specific reason not to be in character. If you really want to drop out of character please move away from the game area

Miracle / Curse Cards

These relate to the characters ability to call upon supernatural forces. Keep them with you at all times when playing a game, and do not show them to anyone else. These cards are not there in game time, and can't be stolen.

People

The Referee

The referee or referees are there during game time to run a game. They are there to resolve any queries, rule disputes and arguments that may occur. In Dark Times the referee will normally be present as an NPC character. This character will have little or nothing to do with the plot in hand is primarily there for OOC reasons.

However in order to help preserve the illusion of the game the referee will be in costume and will have a character, who you can interact with. We request that the Referee is not involved too greatly in the plot by the players, nor that his NPC character is attacked, or restrained as this will cause difficulties in actually refereeing the game. Its hard to referee a fight outside, when you're tied to a chair inside.

Non-Player Characters (NPC's)

These are the people playing the roles of the 'extras' in the game. They will commonly be the antagonists, higher powers and contacts.

Player Characters (PC's)

You, unless you are playing an NPC.

Shouts

Time Out

If you hear this called it means the game has been temporarily suspended and that you may drop out of character for a short while. Anything that occurs whilst a Time Out is called is not occurring in the game. Don't wander off, and try to remember where you were and what you were doing when the Time Out was called so that you can return to the game on Time In. Players should not call Time Out, it is ideally for the use of Referees

Time Freeze

This means stop what you are doing immediately, close your eyes and pay no attention to what is going on around you. A Time Freeze basically means that something is going on around you that you cannot see or react to in any way. Time is frozen. During a Time Freeze you cannot perform any action, speak,

look, move, fight etc. Time Freeze is often represented by a single “tweet” of a whistle

Time Stop

This is essentially the same as a Time Freeze, except that you may keep your eyes open. Something is happening that you are aware of but are unable to react to.

Time In

This is called after a Time Out, Time Freeze or Time Stop. It means quite simply that time has resumed its normal pace and the game continues. You should carry on from where you left off. Time in is often represented by two “tweets” of a whistle

Man Down

You must call this if someone gets hurt in real life. The referee will stop the game and ensure the injured person is okay. ***Do not call Man Down for “In Character” injuries.***

REF !!!

Loosely translated as ‘Excuse me Referee. Could I possibly ask you to assist me in a small matter for which I require your guidance and advice.’

Symbols and Stickers

Arm in the air

This means the person is not there at all, usually it’s a referee, non-existent NPC, or someone Out of Character. Either way they aren’t there so ignore them. Please use this if you drop Out of Character for any reason

Stash Sticker

A small round blue sticker that is applied to an item when it is hidden using the Stash Skill. The number of stickers on the item represents the level at which it was Stashed (i.e 1 sticker indicates Novice Level, 2 Stickers is Journeyman Level, and 3 Stickers is Expert Level)

APPENDIX - POISONS

Below is a list of the poisons in the system, their effects per level, the antidotes and the ingredients used to create them. Poisons can be administered in small doses in order to perform medicinal purposes, however there is the danger of overdose. Most poisons must be administered orally though some can be absorbed through the skin, or applied as a blade venom

Damage is listed at the full damage. The use of the Medicine Skill can reduce the damage caused by poisons (ie. Aconite causes 4 Life Damage per hour, though if treated by someone with a Novice Medicine, this is reduced to 3 Life per hour. Journeyman medicine would reduce the damage to 2 per hour and so on). The first amount of damage is applied after the first hour

All Poisons are considered removed from the characters system after 24 hours if the character survives the initial damage

ACONITE (commonly referred to as Thung)

Preparation – The character must know how to prepare Monkshood.

Antidote – A preparation created using Deadly Nightshade is the only cure for Aconite poisoning, though use of Medicine will slow the effects. The antidote causes severe hallucinations

Symptoms – Within minutes there is a sensation of burning, tingling, and numbness in the mouth, and of burning in the abdomen. After about an hour, there is severe vomiting. The pulse and respiration steadily fail, death occurring from asphyxia. The patient is conscious and clear-minded to the last.

Damage – 4 Life per hour

AMANITA (poisonous mushrooms)

Preparation – The character must know how to prepare Amanita

Antidote – The use of the Medicine Skill will reduce the damage. There is no instant antidote.

Symptoms – Within 1 hour, headache, stupor and fever. Leading to death due to cardiac paralysis

Damage – 2 Life per hour

ARSENIC

Preparation – PC characters are unable to prepare arsenic

Antidote – There is no known remedy to Arsenic poisoning

Symptoms - After 1 hour, violent stomach pains, vomiting; sense of dryness and tightness in the throat; thirst; After 3 hours diarrhea; convulsions and cramps leading to delirium and death due to multi organ failure.

Damage - 4 Life per hour.

BELLADONNA (commonly known as Dwale)

Preparation – The character must know how to prepare Deadly Nightshade

Antidote - A preparation created using Monkshood is the only cure for Deadly Nightshade poisoning, though the application causes severe hallucinations

Symptoms - Within 1 hour extreme dryness of the mouth and throat, scarlet rash and convulsions, dilation of the pupils. Within 6 hours, rapid weakened heart rate leading to fatality

Damage - 4 Life per hour

HEMLOCK.

Preparation – The character must know how to prepare Hemlock

Antidote - The bark of the mulberry tree, boiled in vinegar to induce vomiting, followed by milk

Symptoms - Numbness which spreads from the extremities inward until the heart and lungs are paralyzed. The numbness starts within minutes.

Damage – 3 Life per hour. Paralysis after 1 hour

WHITE HELLEBORE (sometimes referred to as Melampode)

Preparation - The character must know how to prepare WhiteHellebore

Antidote – Aconite poison counteracts the effects of White Hellebore

Symptoms – Within 1 hour, tinnitus, vertigo, stupor, thirst, a feeling of suffocation, swelling of the tongue and throat. Leads to slowing of the pulse, and finally collapse and death from cardiac arrest.

Damage - 4 Life per hour

APPENDIX - DISEASES

The Flux (aka Dysentery) - Caused by bacteria or amoebas from food or drink

Symptoms – Severe cramps and diarrhoea

OOO effects – The character will be in pain and for the duration of the illness (24 hrs) will be 1 Life down

Curable with -

Cholera – Caused by drinking of infected water

Symptoms – Severe diarrhoea resulting in dehydration. Can be fatal but easily curable

OOO effects – The character will suffer severe stomach cramps within 3 hours. Within 6 hours the rest of it sets in. The character will be in constant pain and upon intervals the referee will state that they must run to the loo. After 12 hours the character is bedridden.

Curable with – Large amounts of water with sugars and salts added. Onions are also used in the treatment of cholera. They should be ground up along with 7 black peppers. Give this mixture to the patient in 2-3 doses on each day

St Anthony's Fire (aka Ergotism) – Caused by consumption of fungally infected foods.

Symptoms – Fits, hysteria and hallucinations, leading to gangrene and necrosis of limbs. Sometimes referred to as the "Dancing disease"

OOO Effects – After 3 hours, the player will suffer from burning in the limbs and will start to behave erratically, suffering delusions and hallucinations. After 12 hours will begin to suffer fits and the blackening of a limb selected at random. After 24 hours necrosis of the limb sets in requiring amputation.

Curable with – Bloodletting to reduce the effects of the disease will often reduce the effects

The Ague (aka Malaria) – Caused by infected mosquito bites

Symptoms – Chills and fever with a severe headache.

OOO effects – The character will slowly start to feel incredibly unwell over the next 6 hours and should probably "rest" for a time. After 6 hours the character will suffer the loss of **all** levels of all Skills for a 12 hour period. Whilst they can move slowly and talk, they are not well at all. They will recover after this time

Curable with - The herb Swertia chirata is used in curing intermittent malarial fevers. In hot water, add 15 pinches of this herb along with aromatics like cloves and cinnamon and consume in the doses of 15 to 30 ml. Failing that the seeds of a grapefruit can help control the symptoms

Consumption (aka Tuberculosis) – Caused by prolonged contact with another carrier

Symptoms - Persistent cough, fatigue, shortness of breath, night sweats. Coughing of blood

OOO effects – The character cannot wear anything more than Light armour nor may they wield 2 handed weapons. They should be coughing fairly constantly

Curable with – Indian gooseberry has proved beneficial in treating Tuberculosis. Mix 1 tbsp each of amla juice and honey and consume it every morning. Plenty of fresh air can help in some cases

Leprosy (aka Leprosy) – Caused by respiration or contact. Highly contagious, though most people are naturally immune.

Symptoms – Hoarseness of voice, hard raised nodules on the skin, decaying of facial features, gangrene

OOO effect – Apart from the massive panic that will inevitably result of its diagnosis, and being shunned by everyone else present, the character will not suffer any effect for this game. They will be most likely shipped off to a leper colony at the end of the game

Curable with – Miracle only. There is no natural cure for Leprosy

The Black Death (aka Bubonic Plague) – Contracted through flea bites or inhalation. Highly contagious

Symptoms – Infection at site of bite, development of buboes on lymphatic glands. Can develop into coughing and sneezing

OOO effect – Pain and swelling in armpits, neck and groin will start within 12 hours. Reduces all Weapon Skill and Armour Shrugs by 2 each due to pain and limiting of movement. Weakness and coughing will set in after 24 hours

Curable with - Miracle only. There is no natural cure for the Bubonic Plague.

The Red Plague (aka Small Pox) – Contracted through contact with infected people. Highly contagious

Symptoms – The appearance of pox and weeping sores. Eventually pox burst leading to blood loss.

OOO effect – The character will have red pox appear on their body after 12 hours. Within 24 hours these will start to bleed leading to the loss of 1 Life every 12 hours.

Curable by - Miracle only. There is no natural cure for Small Pox

APPENDIX- CURRENCY AND COST

The medieval currency used 4 principal coins; Penny, Groat, Shilling and Pound. The coins are physical / represented by small metal discs which are stamped

Penny – Copper disc stamped with the letter D,

Groat – Brass disc stamped with the letter G. 1 Groat = 4 Pennies

Shilling - Silver disc stamped with the letter S. 1 Shilling = 3 Groats or 12 Pennies

Pound – Silver disc stamped with the numeral 1. 1 Pound = 20 Shillings, 60 Groats or 240 pennies

Armour is priced per location. Remember that the Torso counts as 2 locations (Chest and Back)

Weapons	Cost in Groats	Cost in Shillings
Small weapons (i.e. Knife, cudgel etc)		1
Single Handed Melee weapon (i.e. Sword, Axe, Mace)		4
Large 2 handed Melee Weapon		9
Staff		2
Polearm		3
Bow		3
Crossbow		5
Arrow (each)	2	
Bolt (each)	1	
Throwing weapons (each)		1
Armour		
Light Armour (Per location)		2
Medium Armour (Per location)		5
Heavy armour (Per location)		9
Buckler -		3
Shield (less than 24" diameter)		4
Shield (less than 36" diameter)		5
Shield (more than 36" diameter)		7
Armourer's tools		2
General Equipment		
Lockpicks (Per set)		2
Artists materials		1
Tinderbox / Flint	1	
Candle (each)	1	
Lantern and oil	2	
Rope (10 ft)	2	
Bible		2
Paper / Parchment (10 sheets)	2	
A small game (backgammon, 9 Mens Morris)	1	
Medical Equipment		
Bandages (Pack of 5)	1	
Medical Kit (salve, leeches etc)	2	
Herbalism Kit (pestle & mortar etc)		1